DOCUMENT RESUME

ED 479 102 SP 041 626

AUTHOR Angel, Kenny; Sutton, Nancy

TITLE The Ultimate Flag Games.

PUB DATE 2003-04-00

NOTE 6p.; Paper presented at the Annual Meeting of the AAHPERD (Philadelphia, PA, April 1-5, 2003).

PUB TYPE Opinion Papers (120) -- Speeches/Meeting Papers (150)

EDRS PRICE EDRS Price MF01/PC01 Plus Postage.

DESCRIPTORS Higher Education; Middle Schools; Motor Development; *Physical Education; Secondary Education

ABSTRACT

This paper describes six Ultimate Flag Games which offer a change from traditional games and sports that are usually geared toward athletically inclined students. These new games, aimed at middle school through college students, allow for success from the least-skilled through the most athletically talented students. Players are ability grouped and points are amassed throughout the games, with the defense having the opportunity to score as well as the offense. Each participant wears a flag belt. Any player who has possession of the ball may have his/her flag belt pulled by the defense. Thus, the defense wins points as well as possession of the ball. Flag belt violations are the same throughout the six games. Only the ball carrier may have his/her flag belt pulled. Players must wear a flag belt to participate. Players may not drop or purposely or throw the ball to avoid a flag belt pull. The defense may not dive or leave their feet to pull another player's flag belt. Depending on the game, certain areas or situations prohibit players from pulling the ball carrier's flag belt. A flag belt pulled more than 2 seconds after the ball is released is a late flag belt pull. The six games are: modified team handball, advanced kickball, hoops, sharpshooters, razzle dazzle, and ultimate football. (SM)

Reproductions supplied by EDRS are the best that can be made from the original document.

THE Ultimate Flag Games

ED 479 102

PERMISSION TO REPRODUCE AND DISSEMINATE THIS MATERIAL HAS BEEN GRANTED BY

Kenny Angel

TO THE EDUCATIONAL RESOURCES INFORMATION CENTER (ERIC)

1

U.S. DEPARTMENT OF EDUCATION
Office of Educational Research and Improvement
EDUCATIONAL RESOURCES INFORMATION CENTER (ERIC)

☐ This document has been reproduced as received from the person or organization originating it.

☐ Minor changes have been made to improve reproduction quality.

• Points of view or opinions stated in this document do not necessarily represent official OERI position or policy.

KANGEL8081@AOL.COM

BEST COPY AVAILABLE

SP041626

ULTIMATE FLAG GAMES

The Ultimate Flag Games offer a new and refreshing change from the traditional games and sports that are most times geared toward those who are athletically inclined. These new games, aimed at middle school children through college students, allow for success from the least-skilled participants through the most talented athletes. Players are ability grouped and points are amassed throughout the games with the defense having the opportunity to score as well as the offense. Each participant wears a flag belt. Any player who has possession of the ball may have his/her flag belt pull by the defense. Thus the defense wins points as well as possession of the ball. Flag belt violations are the same throughout the six games. Only the ball carrier may have his/her flag belt pulled. Players must wear a flag belt to participate. Players may not drop or purposely throw the ball away to avoid a flag belt pull. The defense may not dive or leave their feet to pull another player's flag belt. Depending on the game, certain areas or situations prohibit players from pulling the ball carriers flag belt. These will be explained further in the specific game descriptions. A flag belt pulled more than two seconds after the ball is released is a late flag belt pull.

MODIFIED TEAM HANDBALL

In this game, 2 teams of 3-on-3 or 4-on-4 play at a time. The game's objective is for one team to throw the ball into a soccer-style goal with the thrower positioning himself/herself behind a restraining line. Goals count 3 points with specialty shots (behind the back or between the legs) counting 5 points. Goalies, whose belts cannot be pulled while in the pyramid, scores are doubled. They must step outside the pyramid or throw the ball to a teammate within 5 seconds after holding the ball in safety. The goalies are therefore encouraged to score. At the same time, no one can play defense in the goalie box but the goalie. If this occurs, the other team is awarded 3 points and possession of the ball. All flag belt violations are two points and possession of the ball. Possession after a violation is taken to a sideline and run or thrown in, or thrown to the goalie that can immediately throw or run with the ball. After a goal is scored, a new group comes out for play. Every group starts with a jump ball to begin play.

ADVANCED KICKBALL

Play is similar to Modified Team Handball. In Advanced Kickball, players may use their hands if the ball has been kicked into the air or thrown. If the ball bounces or rolls on the ground, players are restricted to kicking the ball or using their feet to lift the ball into the air with a kick, foot-flip, or vertical jump and catch. This skill is performed by positioning the ball between the ankles and jumping, releasing the ball, and catching it before it hits the ground. Scoring in this game can be accomplished by throwing the ball into the goal as in Modified Team Handball with the points awarded being 3 or 5 for a specialty shot. The ball also may be kicked in for a goal. Kicks made outside of the pyramid count 10 points and inside the pyramid count 5 points. Goalies are awarded

double the point value if they score. Goalies are once again protected from flag belt "pulls" as long as they are within their pyramid. They have only 5 seconds to hold the ball in the pyramid. While in the pyramid, goalies may also use their hands to pick up a bouncing or rolling ball. The defense is also restricted from helping the goalie by playing defense in the goalie box. Handball violations, flag belt violations, and fouls are all two points in addition to possession of the ball. Possession is taken to a side or end line and kicked in, foot flipped in or kicked to the goalie. After a group scores, a new group enters the game. Each group starts play with a bully. A bully can be tossed for a jump ball or dropped on the ground for a kick.

HOOPS

This game is a version of basketball that is played with a foam soccer style ball on 8 ½ foot goals. Teams are 3-on-3 or 4-on-4. The court markings of the restraining line and goalie box are used in a different manner in Hoops. The restraining line is now the 5-point scoring line. The area between the restraining line and the goalie box is the 3-point scoring area and the goalie box is now referred to as the 1-point area. Any player in this area is protected from flag belt pulls and blocked shots. Players may dunk the ball in this area only if they receive a pass while positioned in this area or rebound a ball in this area. Fouls and flag belt violations are two points plus possession of the ball. Possession is taken to a sideline and run or thrown in. Shooting fouls are 2 points and the fouled player gets a free throw. Groups change after a two-minute period. Every group begins play with a jump ball.

SHARPSHOOTERS

In Sharpshooters, a "bulls-eye" is scored when the ball is thrown through one of three targets. The goal itself is a 3-sided backboard with each side having an 18-inch hole. A goal, or bulls-eye, that is scored behind the Hoops 5-point line is also 5 points in Sharpshooters. Inside the 5-point line, up to the rebounding box line is 3 points. Players cannot shoot the ball inside the rebounding box. Players are protected in this area from flag belt "pulls" but can only rebound and receive passes here. Violations and flag belt "pulls" result in 2 points and possession of the ball. With flag belt violations, in addition to the two points and possession, the violator must go to the penalty box and remain there until someone scores; another teammate goes to the penalty box; or someone on the other team commits a flag belt violation and goes to the penalty box. In the situation where 2 players on the same team are put in the penalty box at the same time, the other team gets 3 bonus points and each player gets a free throw of their choice. After each player shoots, a new groups comes on to play. A new group also comes out to play after a regular bulls-eye. Each group starts with a jump ball. There are two other bonus situations. When a team scores a 5-point shot within that team's first 3 5-point attempts, that team is awarded 5 bonus points. The other bonus situation is when a team scores with one player in the penalty box. That team gets 3 points added on their score. The bonus is awarded for playing at a disadvantage.

Modified Team Handball, Advanced Kickball, Hoops and Sharpshooters use the same court markings. These four games also do not use boundary lines for out-of-bounds restrictions. The first two games mentioned use basically the same goal, as does Razzle Dazzle, which will be described next.

RAZZLE DAZZLE

Razzle Dazzle is a fast-paced game that combines some of the skills and strategies of football and soccer. The game is played on a court or field the size of a basketball court. The markings include the 2 sidelines, 2 goal lines, a 50-foot (half-court) line and two 20-feet (free throw line) lines. The goal is soccer style with 2 upright poles on either end. Scores can occur in various ways. If the ball is kicked into the goal, 3 points are awarded. If the ball is run across the goal line or thrown and caught past the goal line in the end zone, 5 points are awarded. This is called a touchdown. And if the ball is dropped on the ground, allowed to bounce once and kicked through the uprights, it is called a drop kick and counts 7 points. From the drop kick, a team can score additional 3 points by having a teammate catch the drop kick in the end zone. This would be a total of 10 points and is called a "daily double." And if the person who drop kicked the ball catches it himself/herself in the end zone, a "self daily double" is scored which counts 20 points. The game begins with both teams of 3 players each on either 20-foot line. One team kicks off to the other. As in Advanced Kickball, if the ball is kicked or lifted with the feet in the air, it can be caught and advanced with a run or pass. If it is bouncing or rolling, it must be played like soccer. Flag belt rules apply in this game. Any time there is a flag belt violation, foul, hand ball violation, or the ball crosses either sideline or goal line, the ball is dead and the team who did not commit the violation puts the ball in play. Violations are 2 points and possession of the ball takes place from the spot of the violation. A ball that crosses a sideline is put in play where it went out. A ball that crosses the end line is put in play on the 20-foot line. And while sidelines and sideline walls are out of bounds, end line (goal line) walls are considered in play and on a dead ball situation can be used to pass off or kick off to put the ball in play. Putting a dead ball in play is done with a kick, foot flip or vertical jump and catch. The person putting the ball in play, however, cannot run with it and has 5 seconds to put it in play. This player's belt cannot be pulled by the defense since the ball cannot be run with until it is passed to a teammate or thrown off the goal line wall. Play continues until 1 team scores. After a score, the next group comes out for a kickoff.

ULTIMATE FOOTBALL

Ultimate Football uses the same court markings as Razzle Dazzle. In this game, one team of 3 or 4 players begins with possession of the ball at their 20-foot line. That team gets 3 downs to score a touchdown. This is done by advancing the ball into the end zone by running it in or passing it to a teammate. Each player takes a turn being quarterback. The referee stands on the line of scrimmage with the offense facing him/her and the defense behind him/her. On the referee's whistle, the quarterback may try to run for a touchdown (5 points) or pass to a teammate for a touchdown (7 points.) The ball may be passed anytime, anywhere, and may be played off of the goal line wall as well. If

the defense keeps the offense from scoring, they receive 2 points and the ball. An interception counts 3 points unless it is turned into a touchdown, which is 10 points. Flag belt violations in this game count 1 point. A safety counts 2 points and possession immediately is turned over to the defense. This occurs when the quarterback's flag belt is pulled in his own end zone or he incompletely passes from his own end zone. Any ball that goes past the sideline or hits the floor is dead and that play is over. If a pass is incomplete, the ball is dead and the next down begins from where the incomplete pass was thrown. If neither team scores in 3 downs, the next group comes out for play.

The book Ultimate Flag Games and an accompanying video are available upon request. The book includes a complete description of the games with rules, scoring and equipment needs. Also included are lesson plans, tests and answer keys, and word puzzles. For more information call Kenny Angel at (336) 882-7268 or e-mail at kangel8081@aol.com.

U.S. Department of Education
Office of Educational Research and Improvement (OERI)
National Library of Education (NLE)
Educational Resources Information Center (ERIC)

REPRODUCTION RELEASE

(Specific Document)

I. DOCUMENT IDENTIFICATION:

Title: The Ultimate Flag Games

Author(s): Kenny Angel - Nancy Sutton

Corporate Source:

Publication Date: April

II. REPRODUCTION RELEASE:

In order to disseminate as widely as possible timely and significant materials of interest to the educational community, documents announced in the monthly abstract journal of the ERIC system, *Resources in Education* (RIE), are usually made available to users in microfiche, reproduced paper copy, and electronic media, and sold through the ERIC Document Reproduction Service (EDRS). Credit is given to the source of each document, and, if reproduction release is granted, one of the following notices is affixed to the document.

If permission is granted to reproduce and disseminate the identified document, please CHECK ONE of the following three options and sign at the bottom of the page.

The sample sticker shown below will be affixed to all Level 1 documents

PERMISSION TO REPRODUCE AND DISSEMINATE THIS MATERIAL HAS BEEN GRANTED BY

Sample

TO THE EDUCATIONAL RESOURCES INFORMATION CENTER (ERIC)

1

Level 1 ☑

Check here for Level 1 release, permitting reproduction and dissemination in microfiche or other ERIC archival media (e.g., electronic) and paper copy.

The sample sticker shown below will be affixed to all Level 2A documents

PERMISSION TO REPRODUCE AND DISSEMINATE THIS MATERIAL IN MICROFICHE, AND IN ELECTRONIC MEDIA FOR ERIC COLLECTION SUBSCRIBERS ONLY, HAS BEEN GRANTED BY

Sample

TO THE EDUCATIONAL RESOURCES INFORMATION CENTER (ERIC)

2A

Level 2A ☐

Check here for Level 2A release, permitting reproduction and dissemination in microfiche and in electronic media for ERIC archival collection subscribers only

The sample sticker shown below will be affixed to all Level 2B documents

PERMISSION TO REPRODUCE AND DISSEMINATE THIS MATERIAL IN MICROFICHE ONLY HAS BEEN GRANTED BY

Sample

TO THE EDUCATIONAL RESOURCES INFORMATION CENTER (ERIC)

2B

Level 2B ☐

Check here for Level 2B release, permitting reproduction and dissemination in microfiche only

Documents will be processed as indicated provided reproduction quality permits.
If permission to reproduce is granted, but no box is checked, documents will be processed at Level 1.

I hereby grant to the Educational Resources Information Center (ERIC) nonexclusive permission to reproduce and disseminate this document as indicated above. Reproduction from the ERIC microfiche or electronic media by persons other than ERIC employees and its system contractors requires permission from the copyright holder. Exception is made for non-profit reproduction by libraries and other service agencies to satisfy information needs of educators in response to discrete inquiries.

Sign here, → please

Signature: Kenneth C. Angel, Nancy Sutton

Printed Name/Position/Title: Kenny Angel - Teacher - Ferndale Middle School

Organization/Address: 1914 Wakefield Pl. High Point, NC 27262

Telephone: 336-882-7268

FAX:

E-Mail Address: kangel@aol.com

Date: 6/26/03

(over)

CLEARINGHOUSE ON TEACHING
AND TEACHER EDUCATION

ERIC

AACTE
AMERICAN ASSOCIATION OF COLLEGES FOR TEACHER EDUCATION
1307
NEW YORK AVE., NW
SUITE 300
WASHINGTON, DC
20005-4701
202/293-2450
FAX: 202/457-8095

June 17, 2003

Dear Presenter:

The ERIC Clearinghouse on Teaching and Teacher Education invites you to contribute to the ERIC database by providing us with a copy of your paper presented at AAHPERD's 2003 National Convention & Exposition (April 1-5, 2003, Philadelphia, PA). Abstracts of documents that are accepted by ERIC are available through computers in both on-line and CD/ROM versions. The ERIC database is accessed worldwide and is used by teachers, administrators, researchers, students, policymakers, and others with an interest in education.

Inclusion of your work provides you with a permanent archive and contributes to the overall development of materials in ERIC. The full text of your contribution will be accessible that are housed at libraries throughout the country and through the ERIC Document Reproduction Service. Documents are reviewed and accepted based on their contribution to education, timeliness, relevance, methodology, effectiveness of presentation, and reproduction quality.

To disseminate your work through ERIC, you need to fill out and sign the **Reproduction Release Form** on the back of this letter and include it with a letter-quality copy of your paper. You can mail the materials to: **The ERIC Clearinghouse on Teaching and Teacher Education, 1307 New York Ave., N.W., Suite 300, Washington, D.C. 20005.** Please feel free to photocopy the release form for future or additional submissions.

Should you have further questions, please contact me at 1-800-822-9229; or E-mail: lkelly@aacte.org.

Sincerely,

Linda M. Kelly
Acquisitions and Outreach Coordinator

III. DOCUMENT AVAILABILITY INFORMATION (FROM NON-ERIC SOURCE):

If permission to reproduce is not granted to ERIC, or, if you wish ERIC to cite the availability of the document from another source, please provide the following information regarding the availability of the document. (ERIC will not announce a document unless it is publicly available, and a dependable source can be specified. Contributors should also be aware that ERIC selection criteria are significantly more stringent for documents that cannot be made available through EDRS.)

Publisher/Distributor:
Address:
Price:

IV. REFERRAL OF ERIC TO COPYRIGHT/REPRODUCTION RIGHTS HOLDER:

If the right to grant this reproduction release is held by someone other than the addressee, please provide the appropriate name and address:

Name:
Address:

V. WHERE TO SEND THIS FORM:

Send this form to the following ERIC Clearinghouse:

However, if solicited by the ERIC Facility, or if making an unsolicited contribution to ERIC, return this form (and the document being contributed) to:

ERIC Processing and Reference Facility
4483-A Forbes Boulevard
Lanham, Maryland 20706

Telephone: 301-552-4200
Toll Free: 800-799-3742
FAX: 301-552-4700
e-mail: info@ericfac.piccard.csc.com
WWW: http://ericfacility.org